

# Multimedia Content Creation using Global Network Cameras: The Making of CAM<sup>2</sup>

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# Mobile Devices and Multimedia Content

## Consumption

More than half of YouTube views come from mobile devices.

YouTube Statistics

## Creation



# Multimedia Content Creation: Location Problem





# Out-Of-Date Multimedia Content Problem

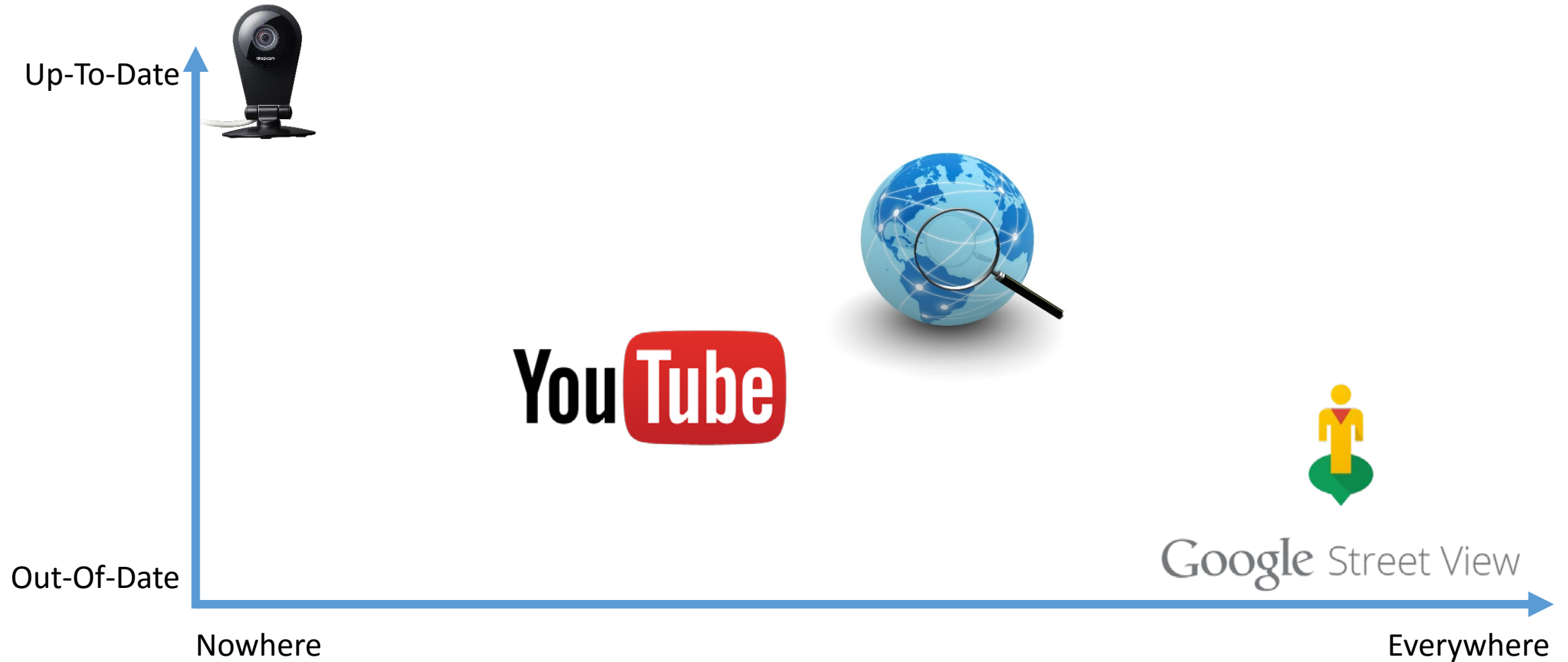
## Hotel Expectation



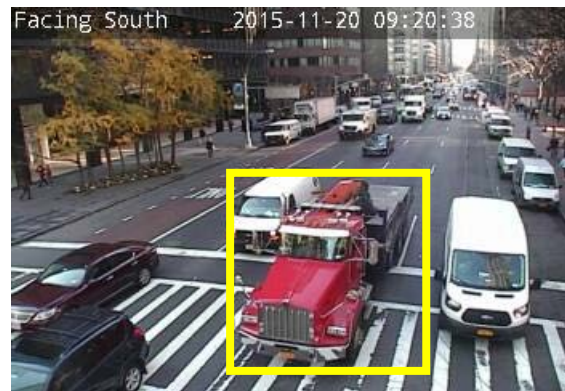
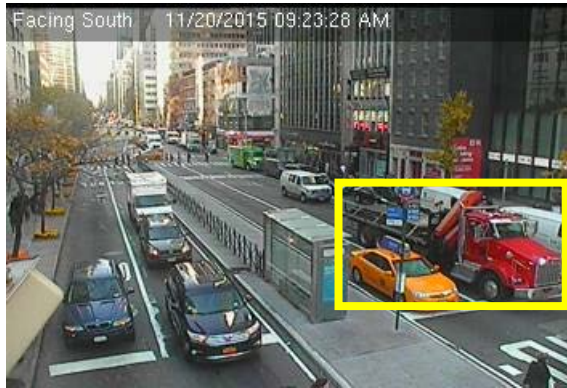
## Hotel Reality



# Multimedia Content Problems





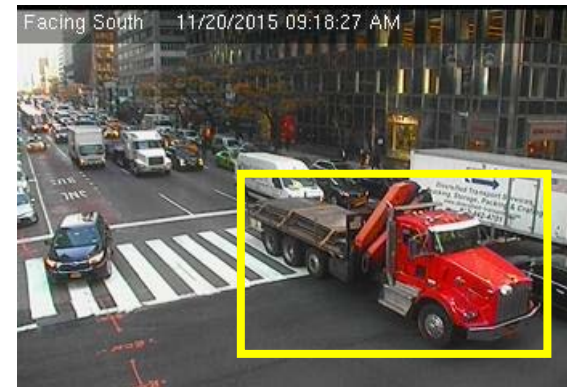
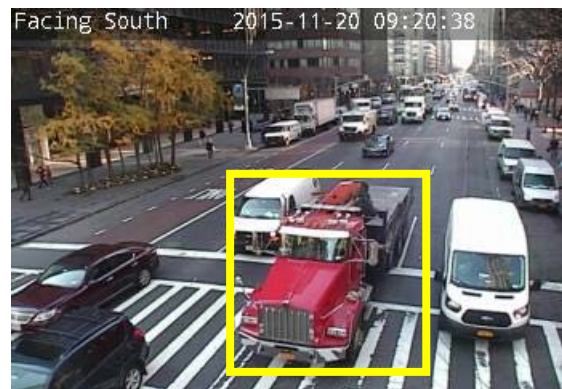
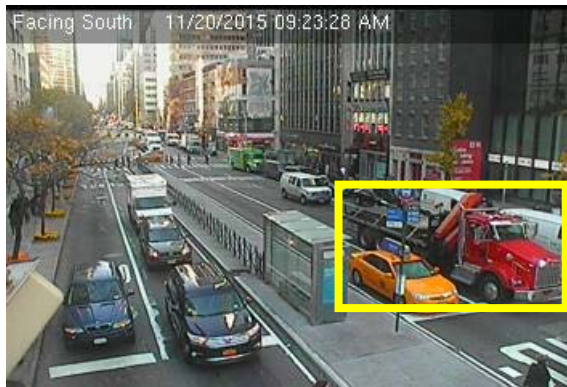




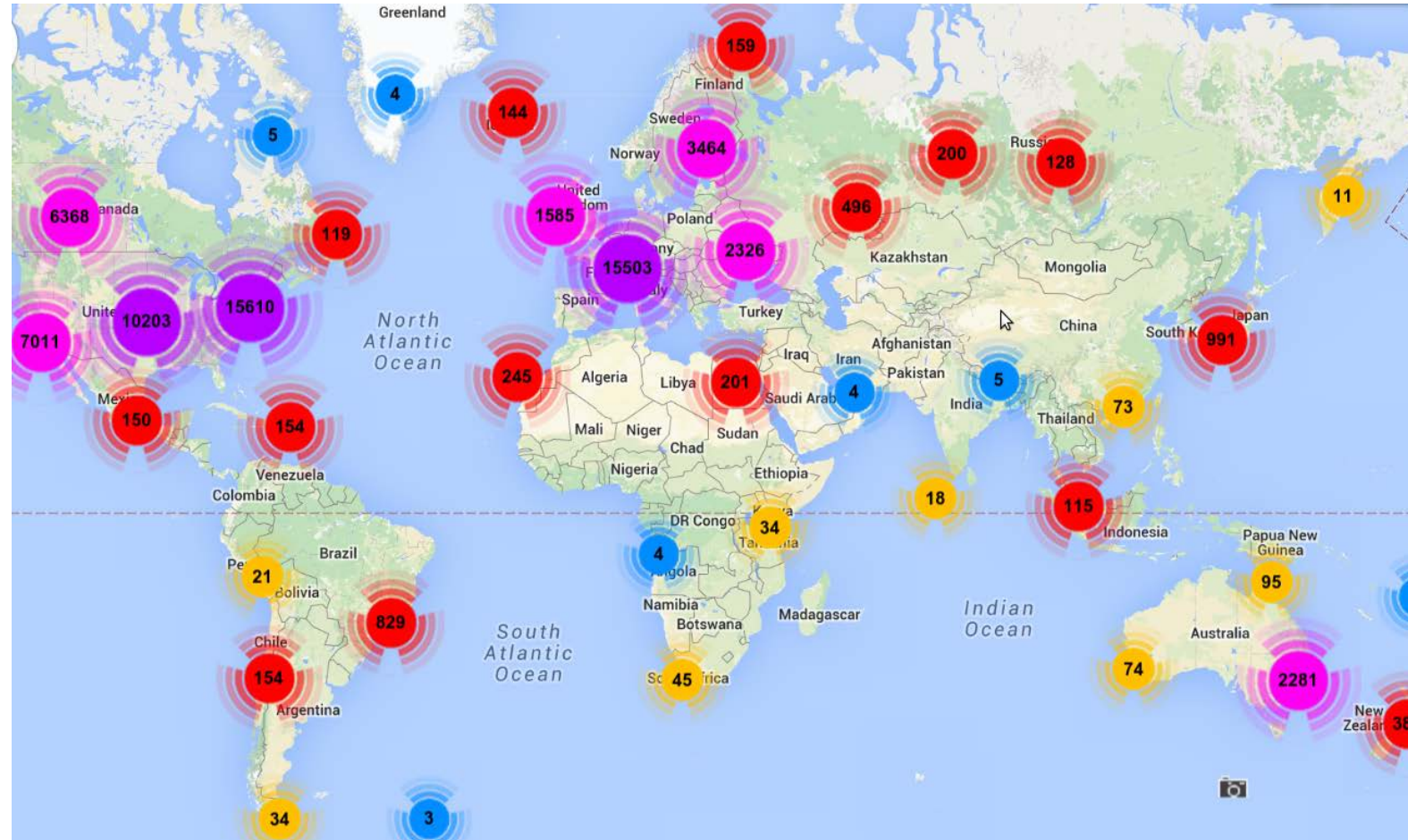


# CAM<sup>2</sup>

Continuous Analysis of Many CAMeras



CAM<sup>2</sup> has more than 70,000 geo-tagged cameras.





<http://cam2.ecn.purdue.edu>



**CAM<sup>2</sup>** Home History Publications Demonstrations Team Contact Us Register Log In

# Welcome to CAM<sup>2</sup>

CAM<sup>2</sup>, the Continuous Analysis of Many CAMeras, is a system for analyzing streaming data built by a team of Purdue University researchers.

# Multimedia Content Problems

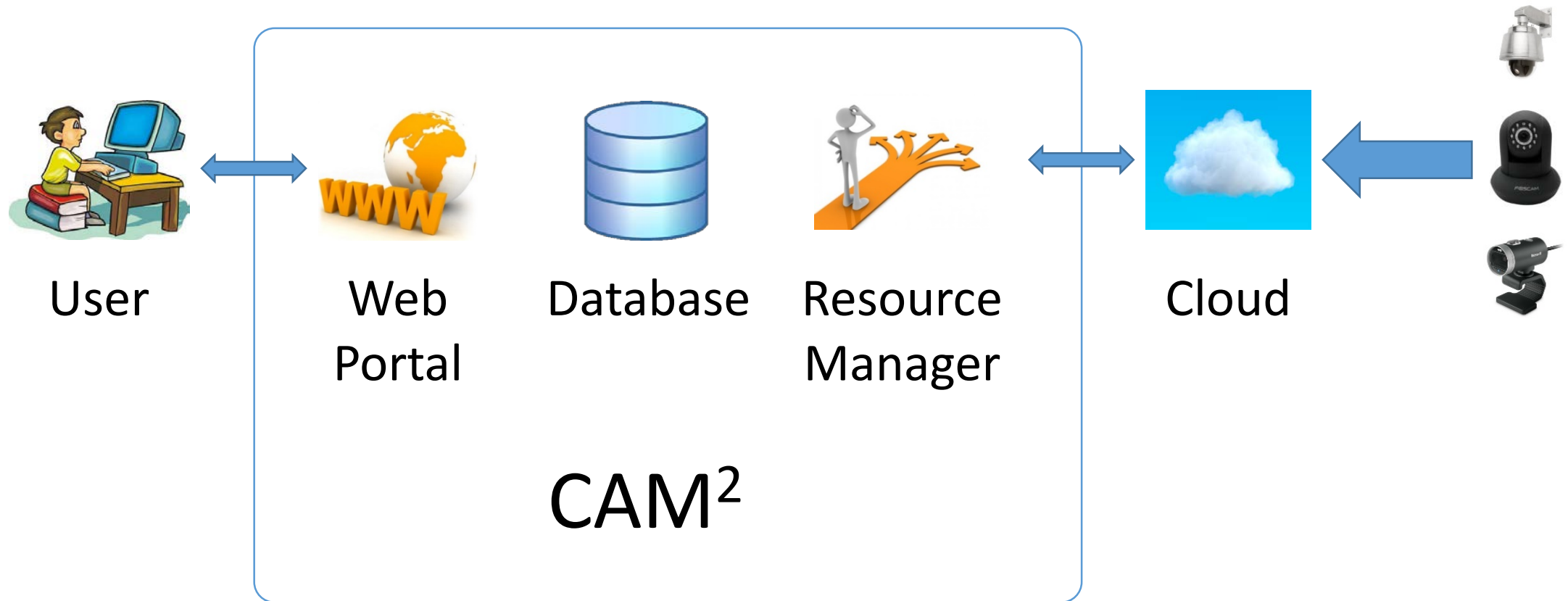




# Contributions

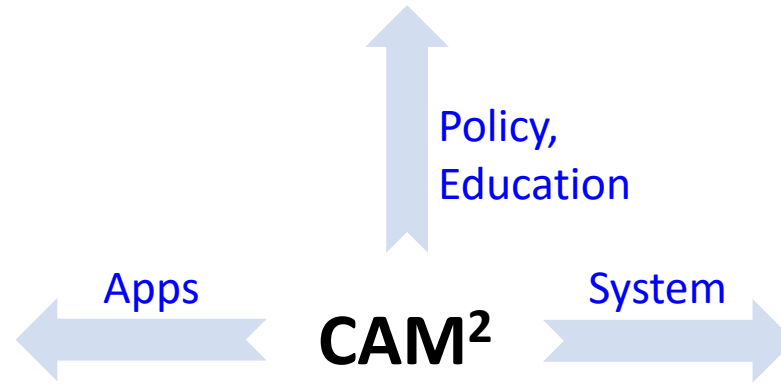
- The Architecture of CAM<sup>2</sup>
- The Making of CAM<sup>2</sup>
- CAM<sup>2</sup> Challenges
  - Camera Discovery
  - Resource Management
- Future Applications of CAM<sup>2</sup>

# The Architecture of CAM<sup>2</sup>

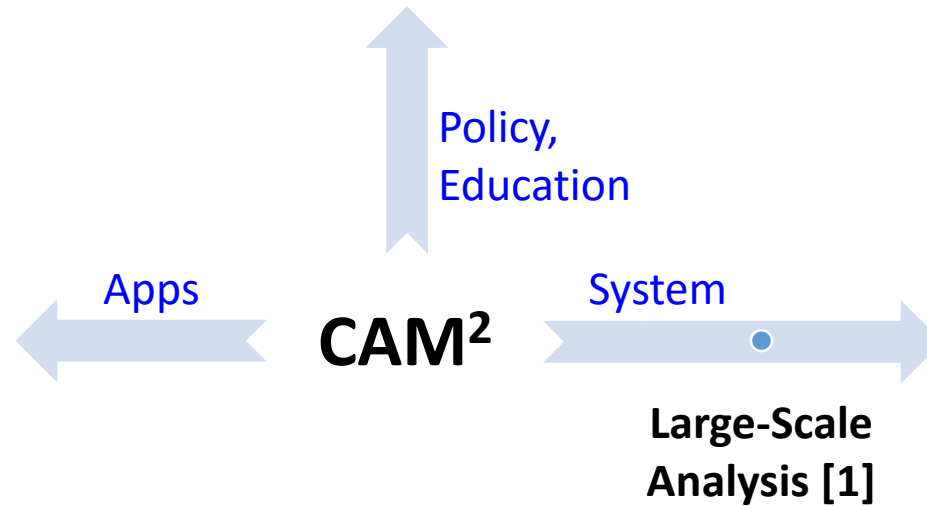




# The Making of CAM<sup>2</sup>



# The Making of CAM<sup>2</sup>



2.7 Million Images



1274 Cameras



3 Hours at 0.2 FPS



141 GB



Average Resolution: 768 × 576



Motion Estimation

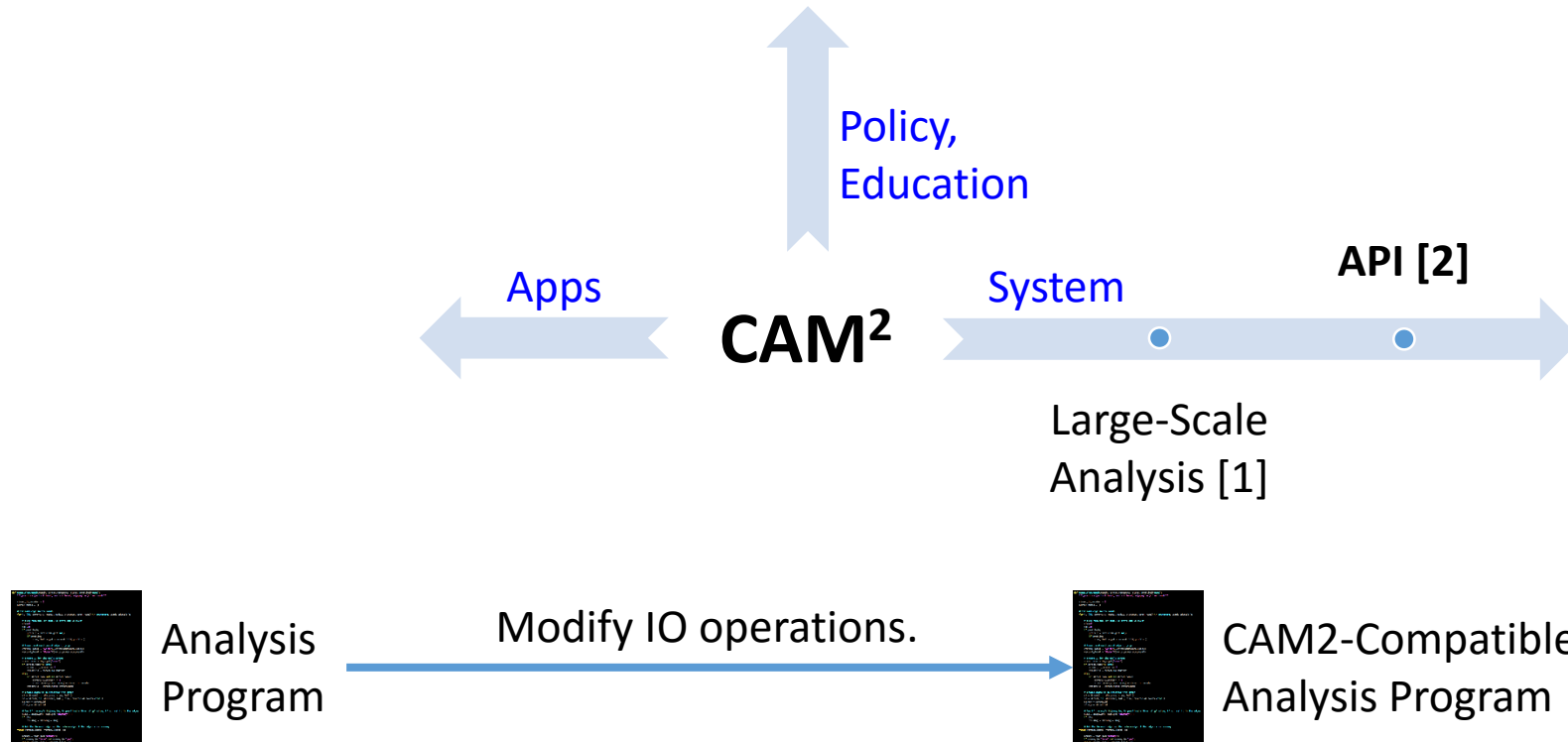


15 Cloud Instances

[1] **A. S. Kaseb**, E. Berry, Y. Koh, A. Mohan, W. Chen, H. Li, Y.-H. Lu, and E. J. Delp. A system for large-scale analysis of distributed cameras. In *IEEE Global Conference on Signal and Information Processing*, 2014.

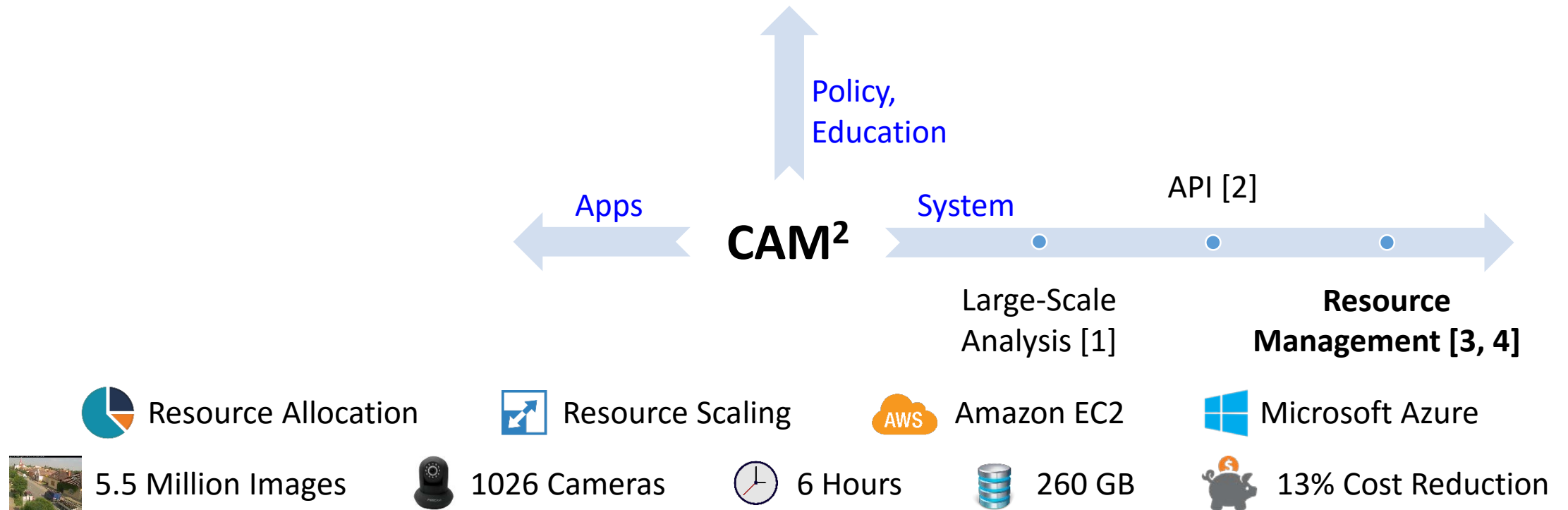


# The Making of CAM<sup>2</sup>



[2] **A. S. Kaseb**, E. Berry, E. Rozolis, K. McNulty, S. Bontrager, Y. Koh, Y.-H. Lu, and E. J. Delp. An interactive web-based system for large-scale analysis of distributed cameras. In *Imaging and Multimedia Analytics in a Web and Mobile World*, 2015.

# The Making of CAM<sup>2</sup>

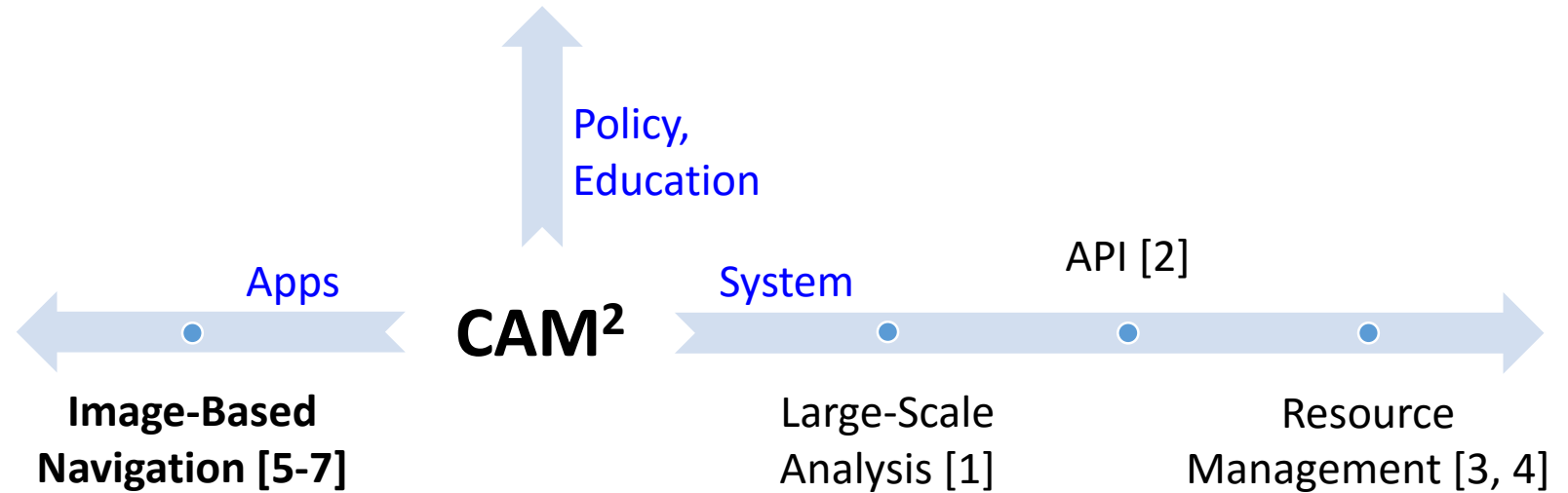


[3] W. Chen, Y.-H. Lu, and T. J. Hacker. Adaptive cloud resource allocation for analysing many video streams. In *IEEE International Conference on Cloud Computing Technology and Science*, 2015.

[4] **A. S. Kaseb**, A. Mohan, and Y.-H. Lu. Cloud resource management for image and video analysis of big data from network cameras. In *International Conference on Cloud Computing and Big Data*, 2015.

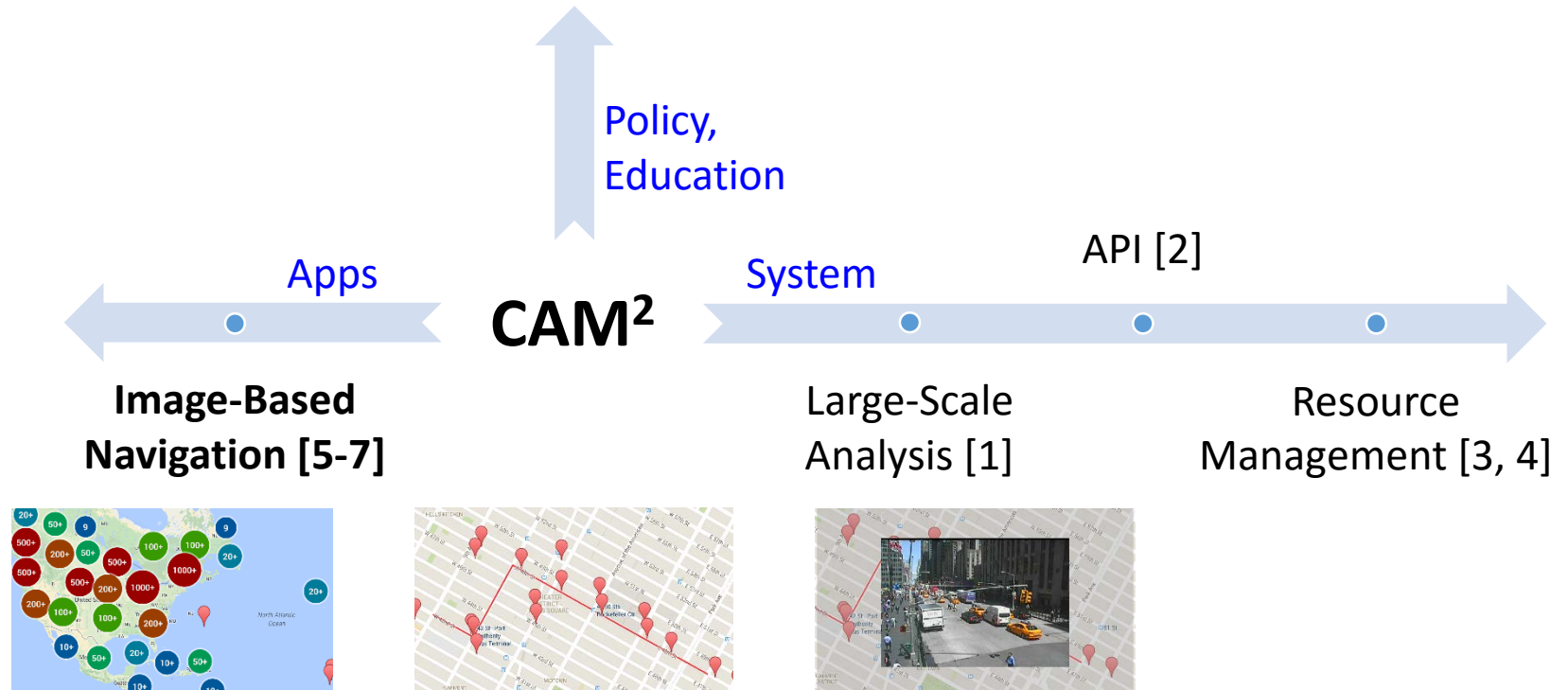


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[5] Y.-H. Lu and E. J. Delp. An Overview of Problems in Image-Based Location Awareness and Navigation. In *Visual Communications and Image Processing*, pages 102–109, 2004.

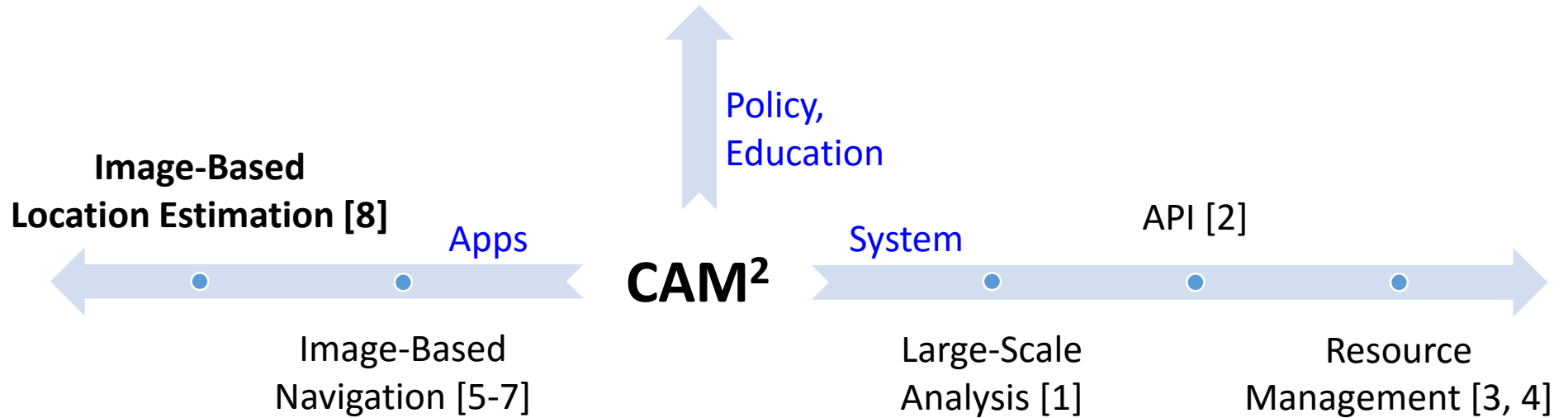
# The Making of CAM<sup>2</sup>



[6] **A. S. Kaseb**, W. Chen, G. Gingade, and Y.-H. Lu. Worldview and route planning using live public cameras. In *Imaging and Multimedia Analytics in a Web and Mobile World*, 2015.

[7] S. M. I. Alam, S. Fahmy, and Y.-H. Lu. LiTMaS: Live road Traffic Maps for Smartphones. In *IEEE Workshop on Video Everywhere*, 2015.

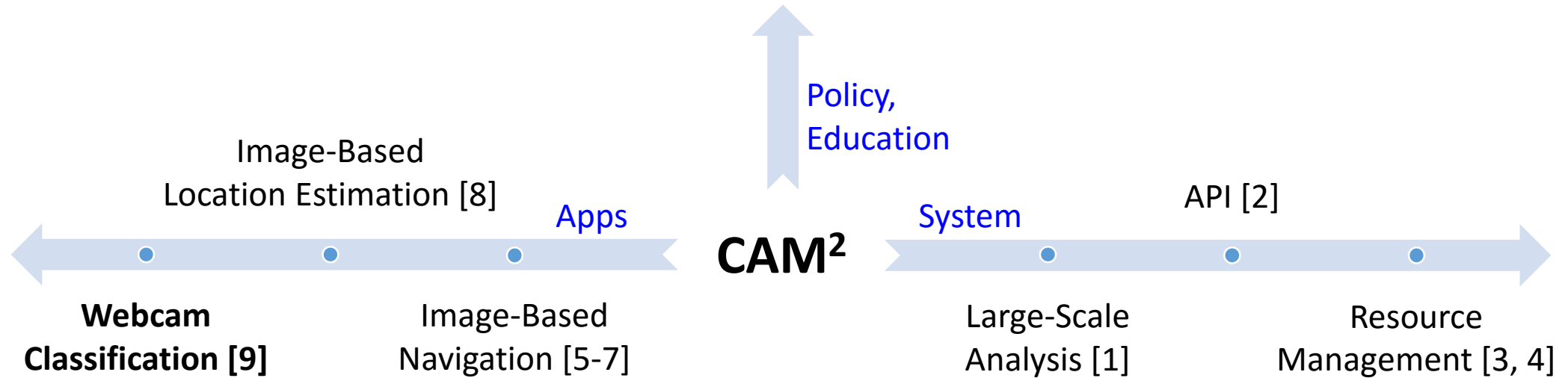
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[8] J. Choe, T. Pramoun, T. Amornraksa, Y.-H. Lu, and E. J. Delp. Image-Based Geographical Location Estimation Using Web Cameras. In *Southwest Symposium on Image Analysis and Interpretation*, pages 73–76, 2014.



# The Making of CAM<sup>2</sup>



Indoor vs Outdoor



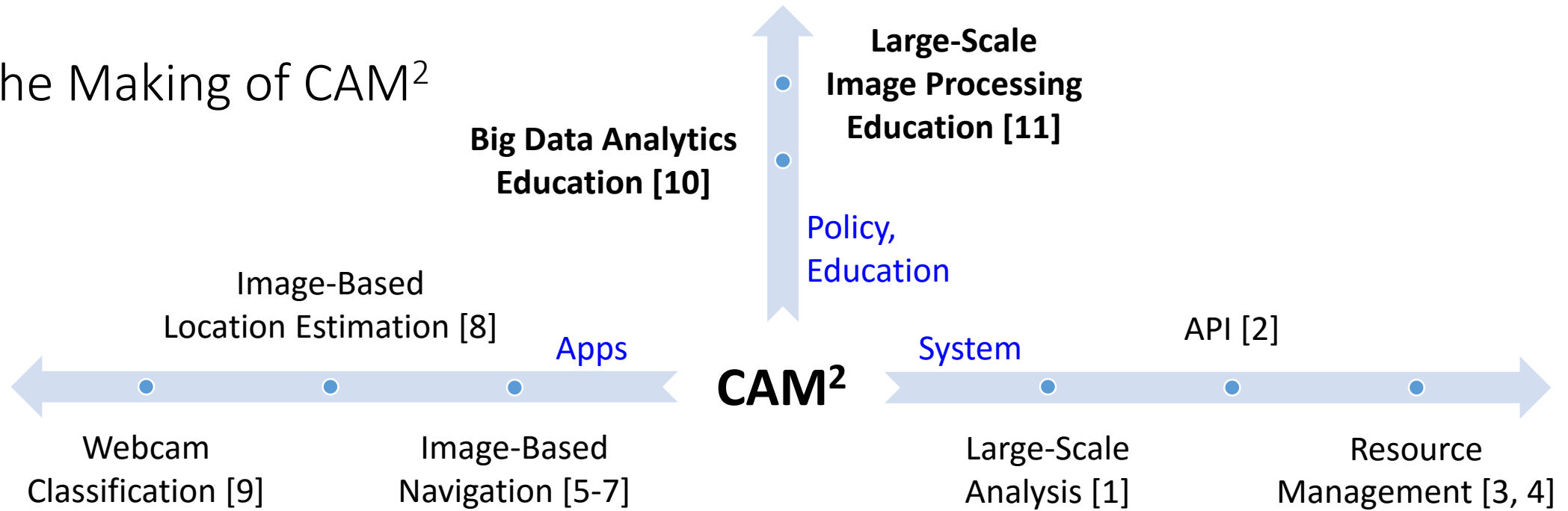
People vs No People



94% Accuracy

[9] T. Pramoun, J. Choe, H. Li, Q. Chen, T. Amornraksa, Y.-H. Lu, and E. J. Delp. Webcam classification using simple features. In *Computational Imaging*, 2015.

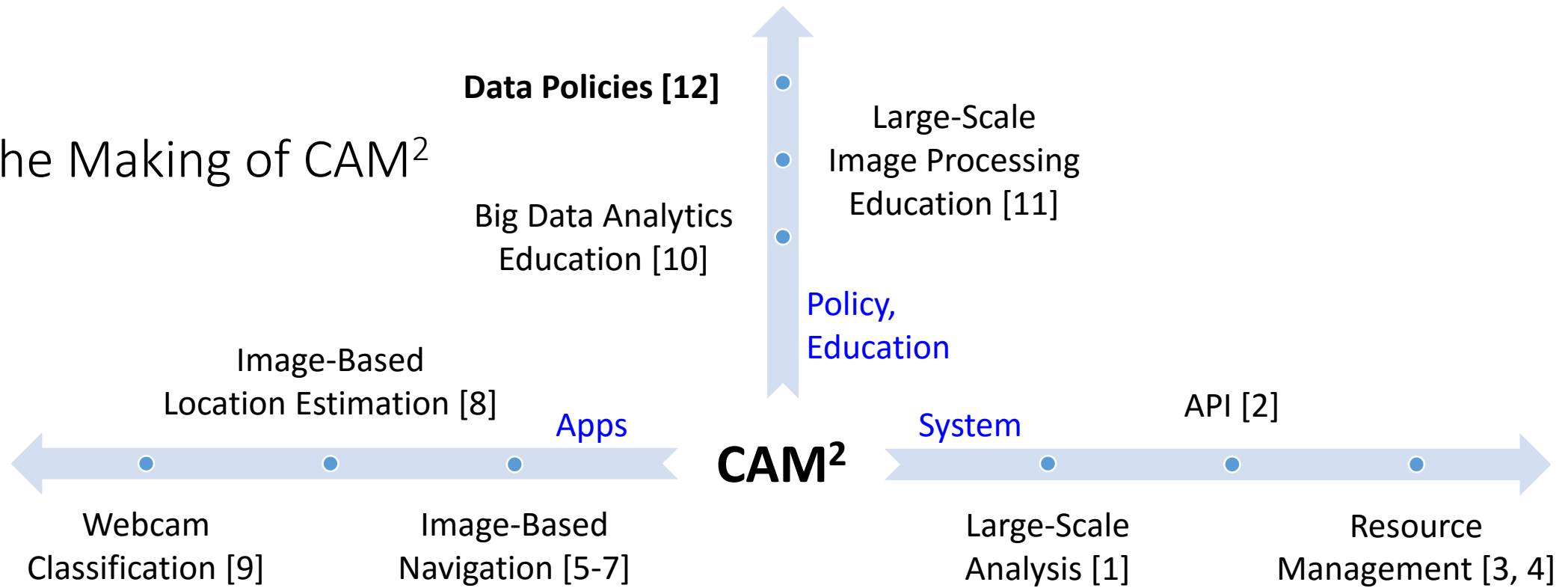
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[10] T. J. Hacker and Y.-H. Lu. An instructional cloud-based testbed for image and video analytics. In *Emerging Issues in Cloud Workshop of CloudCom*, 2014.

[11] W.-T. Su, K. McNulty, and Y.-H. Lu. Teaching large-scale image processing over worldwide network cameras. In *IEEE International Conference on Digital Signal Processing*, 2015.

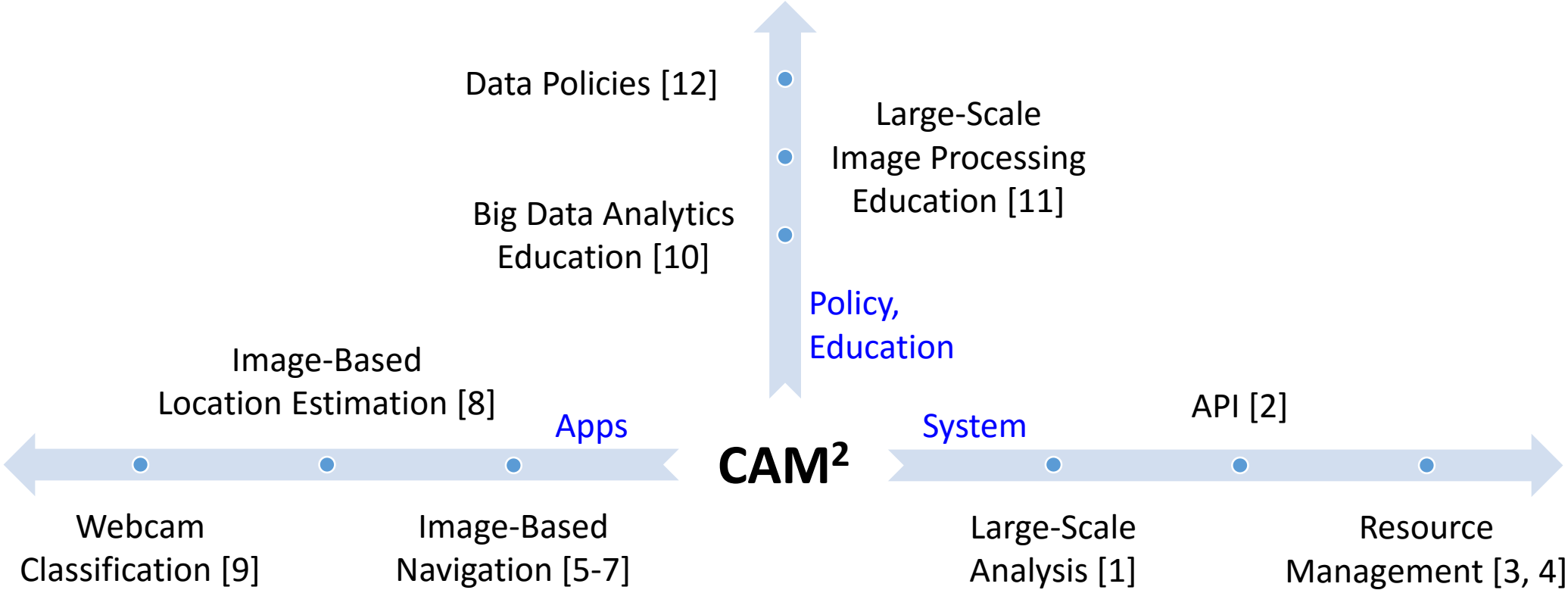
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[12] L. C. Pouchard, M. S. Nelson, and Y.-H. Lu. Comparing policies for open data from publicly accessible international sources. In *Annual Conference International Association for Social Science Information Services & Technology*, 2015.



# The Making of CAM<sup>2</sup>



# Challenges of Camera Discovery

## Finding Cameras

Few Good  
Repositories

Hard to Automate

Different Brands  
and Data Formats

Different Policies



## Obtaining Camera Metadata (e.g. Geolocation)

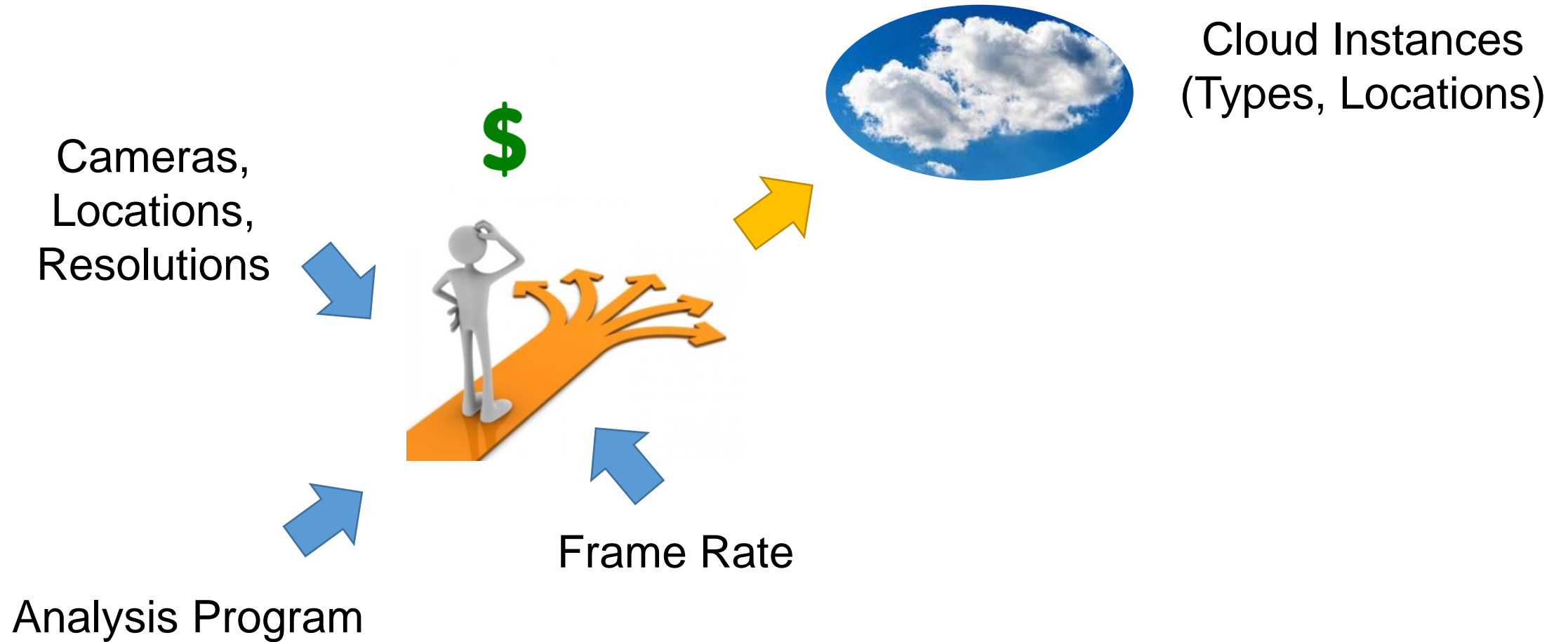
Missing Metadata

Incorrect  
Metadata

Geocoding

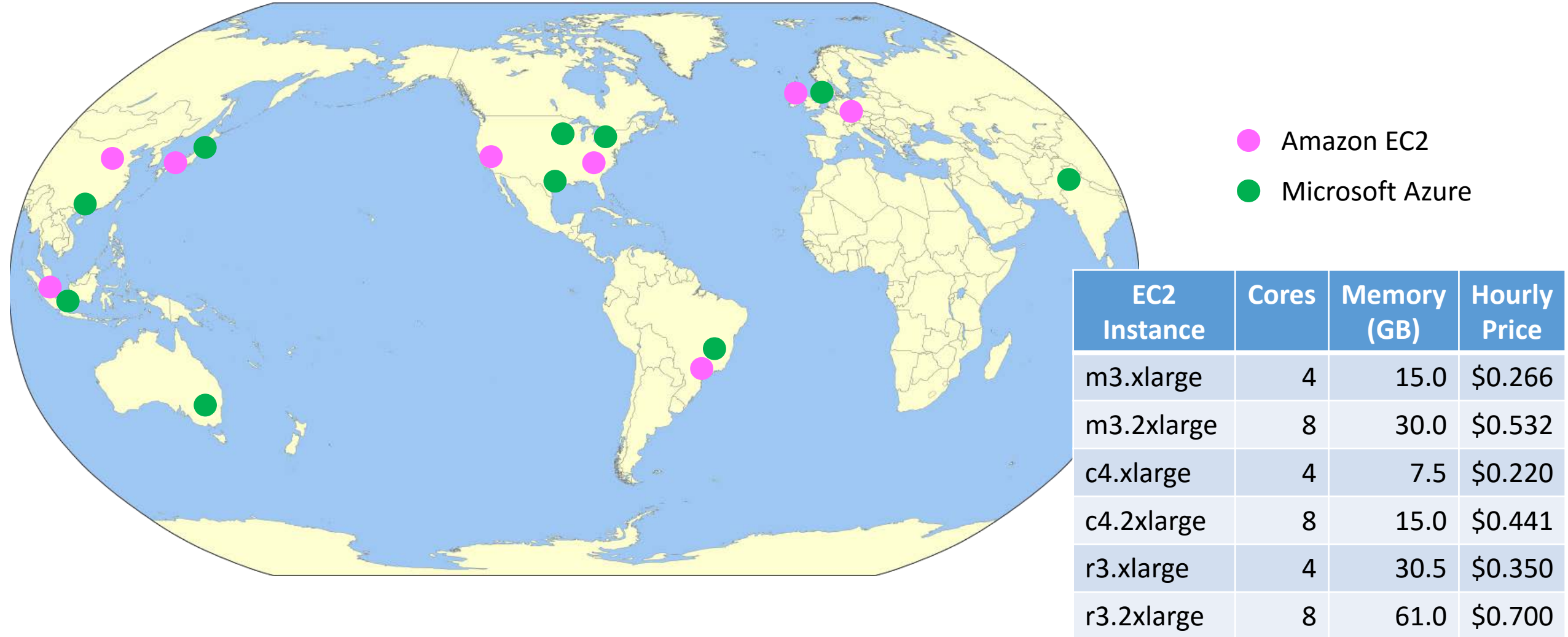
Image-based  
Estimation

# Challenges of Resource Management

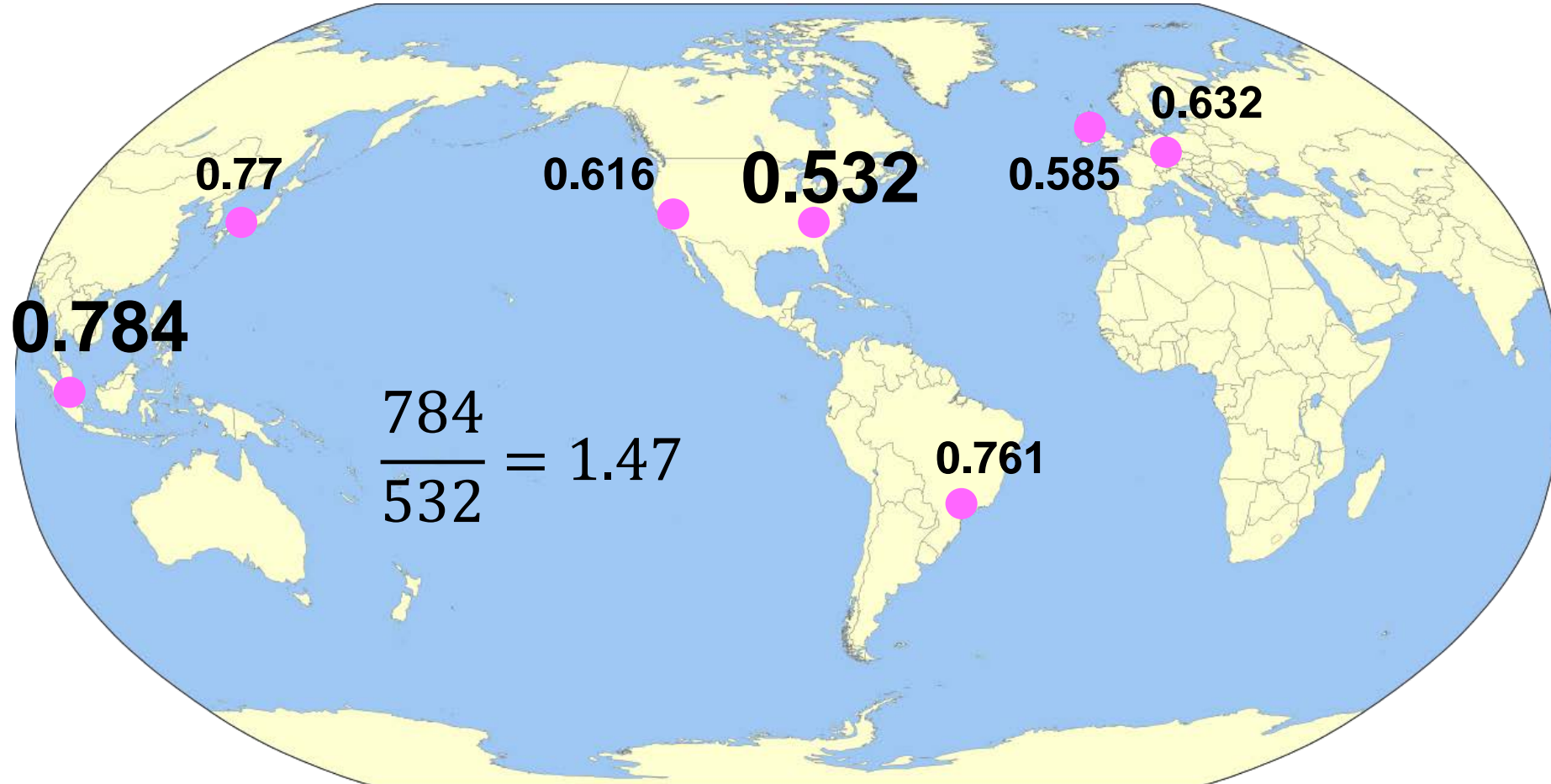




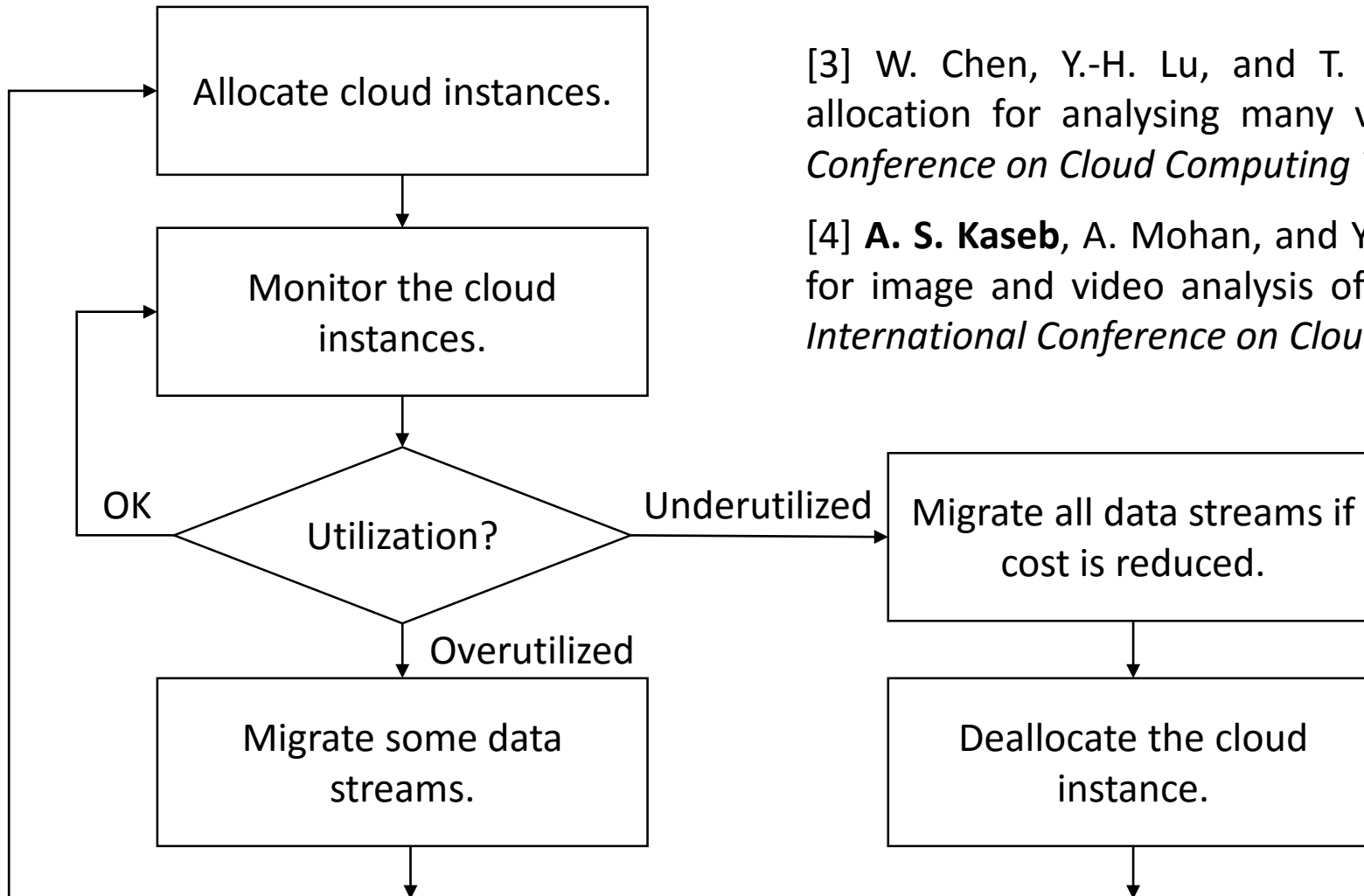
# Which cloud instances to choose?



# Cloud Pricing (\$/hour, m3.2xlarge: 8 cores, 30GB)



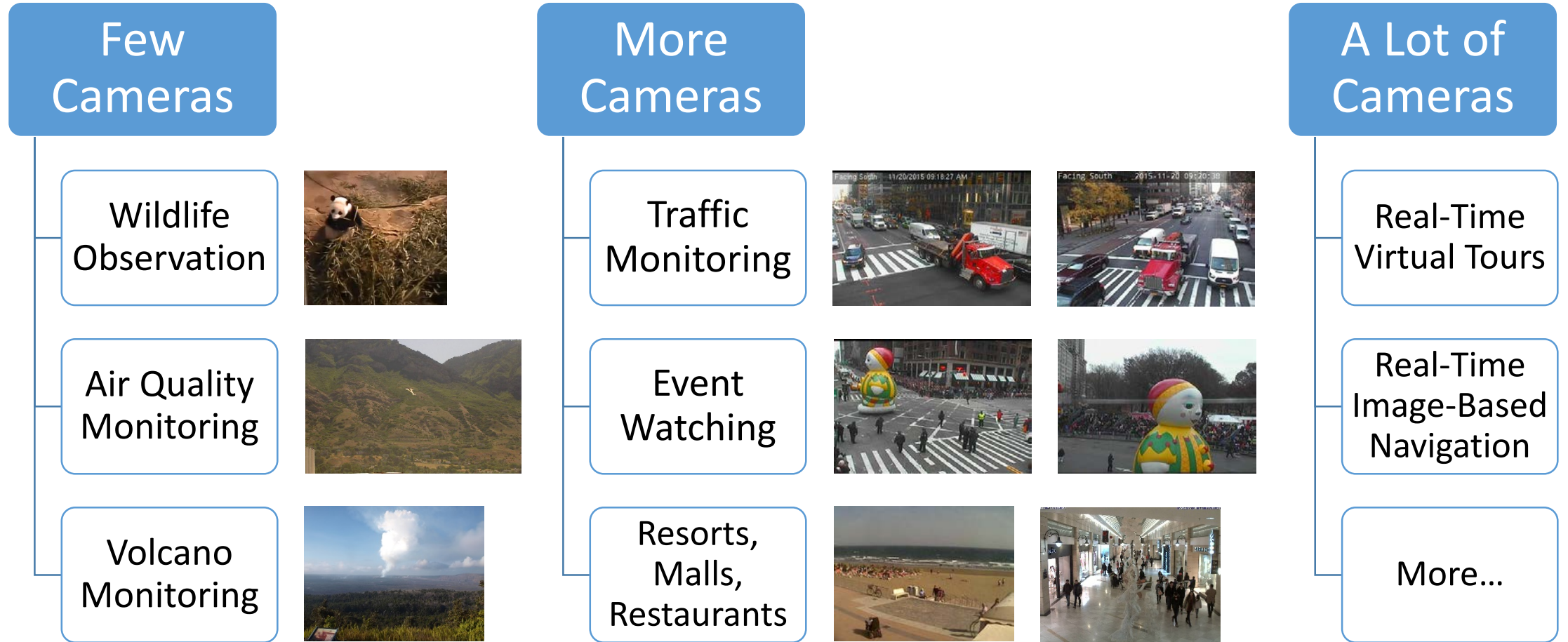
# Resource Management



[3] W. Chen, Y.-H. Lu, and T. J. Hacker. Adaptive cloud resource allocation for analysing many video streams. In *IEEE International Conference on Cloud Computing Technology and Science*, 2015.

[4] **A. S. Kaseb**, A. Mohan, and Y.-H. Lu. Cloud resource management for image and video analysis of big data from network cameras. In *International Conference on Cloud Computing and Big Data*, 2015.

# Future Applications of CAM<sup>2</sup>





# Conclusion

- The Architecture of CAM<sup>2</sup>
- The Making of CAM<sup>2</sup>
  - System, Apps, and Policy and Education
- CAM<sup>2</sup> Challenges
  - Camera Discovery
  - Resource Management
- Future Applications of CAM<sup>2</sup>
  - Few Cameras, More Cameras, A Lot of Cameras
- Users and Collaborators
  - Register at <http://cam2.ecn.purdue.edu>